# Introduction to Multimedia Applications CT801-4-0-OIMA



**VIDEO** 

# **Topic & Structure of the lesson**



- Definition
- Characteristics of Video
- Sources of Video
- Advantages and Disadvantages of Video
- File Size Calculation
- Video Capture Card
- Quality of Video
- Video Software
- Video File Format

# **Learning Outcomes**



At the end of this lecture you will be able to:-



Identify video concepts and formats.



Calculate a compressed video file.



Explain the technical limitations in video

# Key Terms you must be able to use



If you have mastered this topic, you should be able to use the following terms correctly in your assignments and exams:

**MPEG VCD AVI** MOV Digital Video **Technology** 

### **Definition of Video**



A stream of individual frames that contain both audio and visual images

When played at a fast rates, the images contained in each frame will seem to have life-like motion

Video, unlike animation, usually made up of realistic images.

The most common forms of video – movies and television

Movies on film are run at 24 frames per second.

Television uses 30 frames per second

Computer animations can be effective at 12 to 15 frames per second

**Digital video** can consist of 2D or 3D animations

# **Sources of Digital Video**



**VCD** movies

Movie clips in Commercial CD-ROM

**Television** 

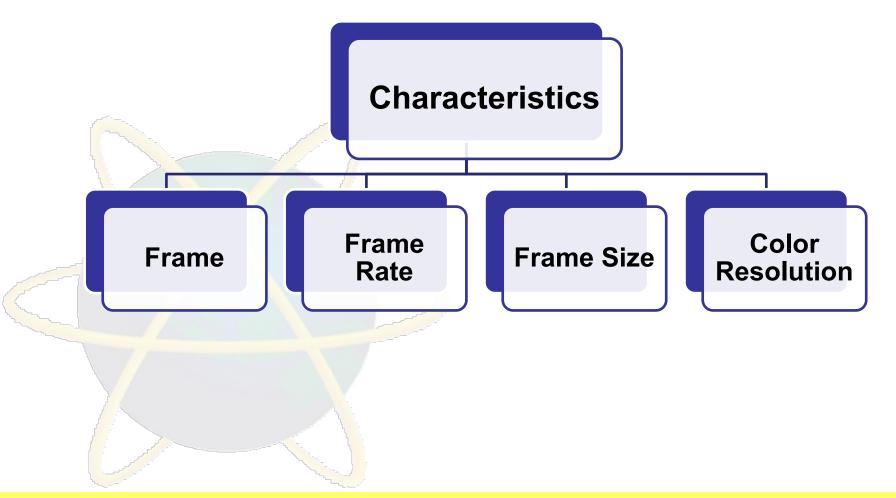
Camera

Recordings of live action using video camera

Other analogue sources such as videotape

### **Characteristics of Video**





# **Advantages of Digital Video**



Able to randomly access to any part of the video. Analog video like video tape is linear, if user want to edit it, need to continually rewind, pause, and fast-forward the tape

Video can be compressed

Video can be copied and reproduced without loss of quality.

Video can be manipulated or edited easily.

Video can be transmitted over computer networks.

Special effects can be added to video

Other media (audio, graphics) can be incorporated

# Disadvantages of Digital video

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Video requires an enormous amount of computer storage space.

Video requires high transfer rates.

Expensive to produce

Requires special equipment - lights, cameras, editing tools



# **Digital Video Capture**



- Analogue video can not be played in a computer
- **Yideo must be digitized**
- Video capture: Process of transforming a video input signal (from a VCR or camera) into a series of graphic images that can be stored on a computer
- To capture video, we must have a video capture card
- There is ADC and DAC in video capture card
- To capture video, plug a video camera or videocassette recorder (VCR), into a video capture card in a computer
- Once the video device is connected to the video capture card, user can begin recording.



### File Size Calculation



To estimate the size of a digital sound in bytes, use the following formula:

Video Size = Frame size \* Frame Rate \* Color Resolution (Bit) \* Time (seconds)

### What is the file size?

• For a video clip in 24-bit color and quarter screen or 320 x 240 pixels, 15 frames per second and for 30 seconds

320 x 240 x 24 bit x 30 seconds x 15 fps

= 829,440,000 Bits (Note that this does not include audio)

### **Video Software**



Windows Live Movie Maker

Movie Masher (Open Source)
<a href="http://www.moviemasher.com/">http://www.moviemasher.com/</a>

**Adobe Premiere** 

Apple's QuickTime (or QuickTime for Window)

Microsoft Windows Media Player

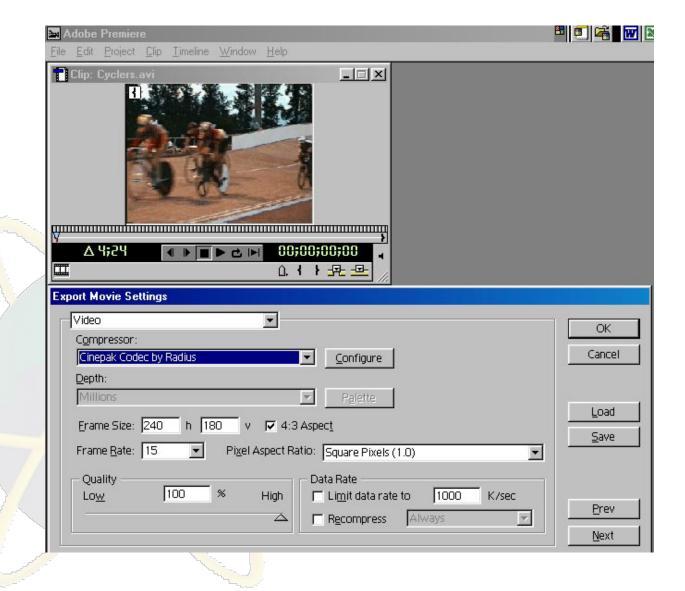
### Web tools for video editing

onetruemedia.com

sproutvideo.com

### **Video Software**





### Video File Format



- \*.avi (Audio-Video Interleaved)
- \*.mov (Quicktime Movie)
- \*.realVideo
- \*.mpeg (Motion Picture Experts Group)
  - open standard
  - version 2 is industry video standard
  - MPEG 1(for 352 pixels x 240 pixels x 30 frames per second (normally scaled up to 640x480)
  - MPEG 2 (Already in use for DVD, satellite TV, HDTV, it is for full-screen video at 1024 x 768 x 30 fps)
  - MPEG 4 (Much greater compression than existing standards, Optimized for streaming media. It is intended for low-bandwidth multimedia applications)

### .dv (Digital Video)

- Used in digital video (DV) cameras
- Technically almost the same as MPEG-2

# **Quality of Video**

### Factors influence the quality of video:



### The speed of CD-ROM or DVD drive:

- Video files are extremely large.
- If CD-ROM and DVD drives are slow at transferring data compared to a computer's hard disk or RAM (memory).
- So playback can become jerky.
- Besides, the processor in the multimedia player has to decompress the video as it plays, slowing things down even further.

### The performance of the video-capture card:

- Video capture card (or called video capture board / frame grabber):
- The higher the picture resolution it can capture, the closer the digitized images will be to the footage on the original video tapes
- Choose proper video capture card: Affect video quality

# **Quality of Video**

# Factors influence the quality of video:



### The capability of computer components:

• How many times per second the video image is updated: television runs at 30 frames per second, but most multimedia video runs at only 10 to 15 frames per second.

Size (1/4 screen? full screen?)

Frame rate (15 frame/s? 30 frame/s?)

Color resolution (8 bits? 24 bits? Most video playback reduces video from millions of colors to only 256)

Content (For scenery – less frame rate; For great deal of motion – higher frame rate)

Compression (high? Low?)

# BYTE vs BITS (1 byte = 8 bits)



# **Bits**, kilobits (Kbps), and megabits (Mbps) are most often used to **measure data transfer speeds**.

- This may refer to how fast you are downloading a file, or how fast your Internet connection is. For example, if you are downloading a file on cable modem, your download speed might be 240Kbps.
- This is much faster than a dial-up modem, which maxes out at 56Kbps.

### Bytes, on the other hand, are used to measure data storage.

- For example, a CD holds 700MB (megabytes) of data and a hard drive may hold
   250GB (gigabytes).
- The other important difference is that bytes contain eight bits of data.

  Therefore, a 240Kbps download is only transferring 30KB of data per second.
- However, kilobytes per second is not as commonly used as kilobits per second for measuring data transfer speeds.
- After all, using kilobits per second (Kbps) makes your connection sound eight times faster

### **Quick Exercise**

Calculate the file size for the files below:





### File A

Audio: Video: 320 x 240 pixels 11KHz 15fps 8bit

32bit Stereo



#### File B

Video:	Audio:
1024 x 768 pixels	48KHz
24fps	8bit
32bit	Stereo
0.5 hour	

15 minutes

### **FORMULA**



### Formula:

- Video Size = Frame size \* Frame Rate \* Color Resolution (Bit) \* Time (seconds)
- Audio Size = Sampling rate (Hz) \* duration of recording (seconds) \* quantization or resolution (bits)
   \* types of channel (1 for mono and 2 for stereo)
- File Size = Video Size + Audio Size

### FILE A



### Video

• Frame Size : 320 x 240 px

• Frame Rate : 15 fps

• Color Resolution: 32 bit

• Time :  $15 \times 60 = 900$  seconds

• Video Size = 320 x 240 x 15 x 32 x 900

Answer = 33177600000 bits

### Audio

Sampling Rate: 11 x 1000 = 11000 Hz

Duration : 15 x 60 = 900 seconds

Quantization: 8 bit

Channel: stereo = 2

Audio Size = 11000 x 900 x 8 x 2

Answer = 158400000 bits

### Total File Size:

- Video + Audio = 33177600000 + 158400000
- Answer = 33336000000 bits

### FILE B



### Video

• Frame Size : 1024 x 768 px

• Frame Rate : 24 fps

• Color Resolution: 32 bit

• Time :  $30 \times 60 = 1800$  seconds

• Video Size = 1024 x 768 x 24 x 32 x 1800

Answer = 1087163596800 bits

### Audio

Sampling Rate: 48 x 1000 = 48000 Hz

Duration : 30 x 60 = 1800 seconds

Quantization: 8 bit

• Channel: stereo = 2

Audio Size = 48000 x 1800 x 8 x 2

Answer = 1382400000 bits

### Total File Size:

- Video + Audio = 1087163596800 + 1382400000
- Answer = 1088545996800 bits

# **Quick Review Question**



01

Define the term video

02

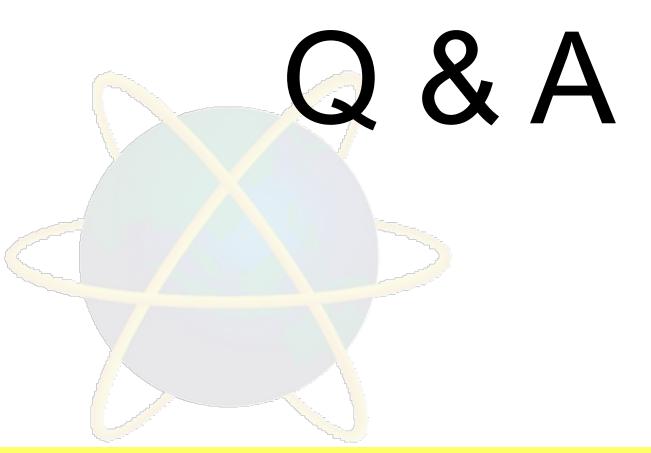
Identify the characteristic of video

03

List 5 file format used in video

# Question and answer session





### **Next Session**



# Applications of Multimedia